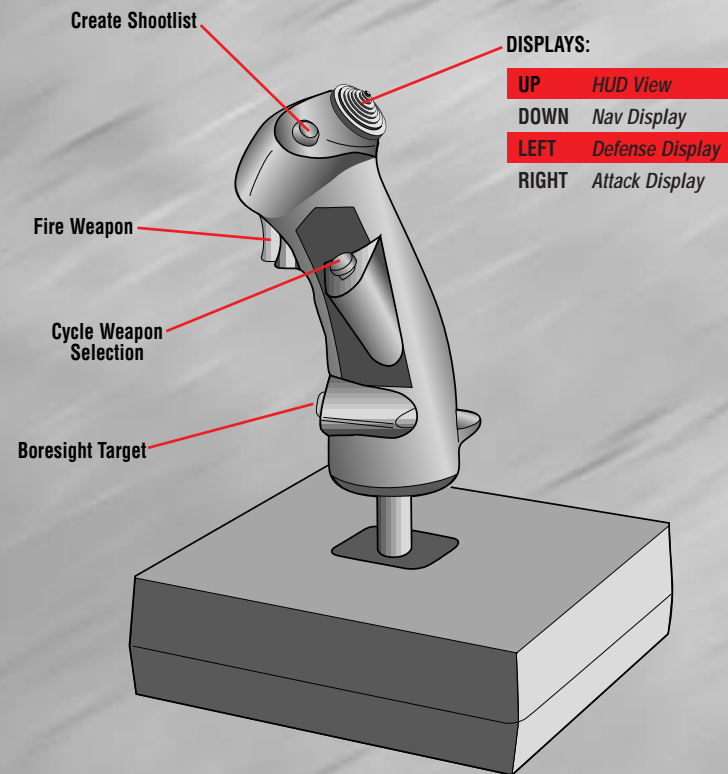


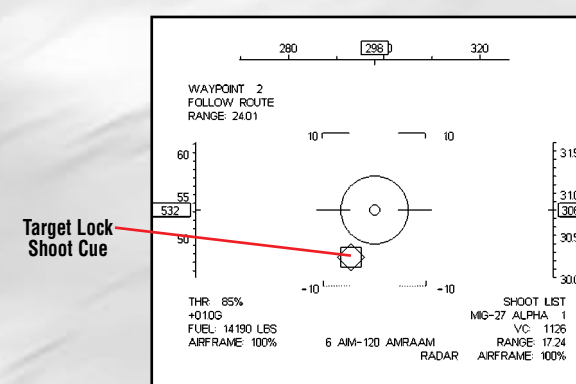
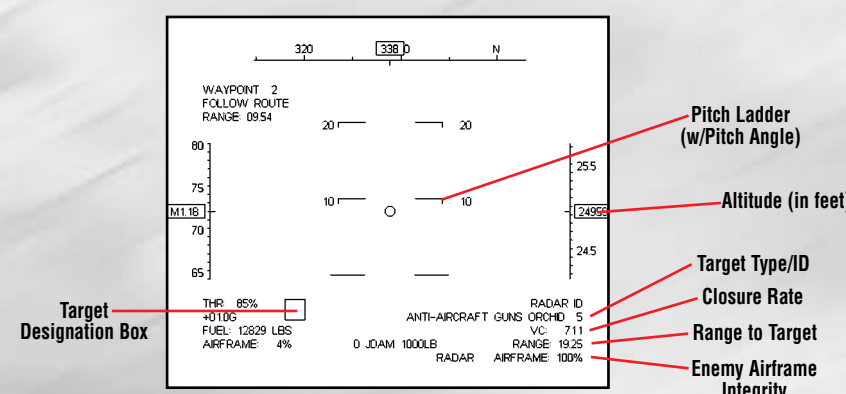
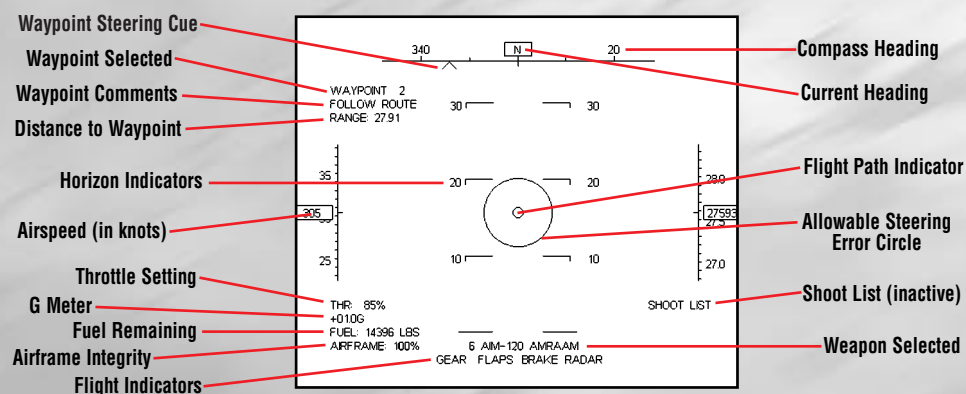
REF REFERENCE CARD



Standard 4-Button
Non-Programmable Joystick

F22 Keyboard Commands

Camera Modes																Time Compression				Wingman Commands										
Exit <i>Esc</i>	Virtual Cockpit <i>F1</i>	HUD <i>F2</i>	External View <i>F3</i>	Flyby View <i>F4</i>	Padlock View <i>F5</i>	Wingman External <i>F6</i>	Missile View <i>F7</i>	Target View <i>F8</i>	Normal <i>F9</i>	2X <i>F10</i>	4X <i>F11</i>	6X <i>F12</i>	Print Scrn	Scroll Lock	Pause	Ctrl-C Wingman Cover Role	Ctrl-E Wingman Engage	Ctrl-F Wingman Form on Wing	Ctrl-M Wingman Attack My Target	Ctrl-P Wingman Patrol Home Base										
Weapon Select								Engine Power																						
	AMRAAM <i>1</i>	Sidewinder <i>2</i>	Cannon <i>3</i>	JDAM <i>4</i>	0% (Eng. Off) <i>5</i>	60% (Idle) <i>6</i>	70% <i>7</i>	80% <i>8</i>	90% <i>9</i>	100% <i>0</i>	Afterburner <i>-</i>	<i>=</i>	<i>\</i>	<i>←</i>	Insert	Home	Page Up	Num Lock	Look Left <i>/</i>	Look Right <i>*</i>	Look Up <i>↑</i>									
Cycle Targets Forward <i>Tab</i>		Cycle Weapon Selection <i>Q</i>			Radar On/Off <i>E</i>	Chat Mode <i>R</i>					Pause Game <i>P</i>	Prev. Target <i>[</i>	Next Target <i>]</i>		Rudder Left <i>Delete</i>	End Mission <i>End</i>	Rudder Right <i>Page Down</i>	HUD Repeater <i>7</i>	Nav Overlays <i>8</i>	Artificial Horizon <i>9</i>	Check Six									
	Caps Lock	Auto Pilot On/Off <i>A</i>	Zoom In: Slow <i>S</i>		Flaps On/Off <i>D</i>		Gear On/Off <i>F</i>	Home <i>G</i>	Eject <i>H</i>	Keybd Help <i>J</i>	Auto Level <i>K</i>		Boresight Target <i>L</i>	Enter				Defense <i>4</i>	Nav <i>5</i>	Attack <i>6</i>										
			Zoom Out: Slow <i>X</i>	Countermeasures <i>C</i>	Video Resolution <i>V</i>	Air/Ground Brake On/Off <i>B</i>	Cycle Waypoints <i>N</i>	Mission Goals <i>M</i>	HUD Dim <i>,</i>	HUD Bright <i>.</i>								1	Stores <i>2</i>											
	Shift	Z																0			Create Shootlist									
Fire Selected Weapon																Flight Inputs (Ctrl) Camera Angles			Display Controls											
Ctrl	Alt	Space										Alt	Ctrl																	
																Roll Left (Camera) <i>←</i>	Pitch Down (Camera) <i>↑</i>	Pitch Up (Camera) <i>↓</i>	Roll Right (Camera) <i>→</i>											



K E Y C H A R T		
General Game Controls		
Esc	exit game	: exits player from game
P	Pause	: halts/resumes simulation
Ctrl V	Video Resolution	: allows selection of screen resolution
K	Keyboard Help	: superimposes key summary on screen
M	Mission Goals	: presents mission goal summary
End	End Mission	: ends mission
Camera Modes		
F1	Virtual Cockpit Mode	: places player in Virtual Cockpit mode
F2	HUD View	: forward view of HUD and symbology
F3	Player External View	: movable external camera view of player's F-22
F4	Player Fly-By View	: fixed external camera view of player fly-by
F5	Padlock View	: keeps locked target centered in player view
F6	Wingman External View	: external camera view of wingman's F-22
F7	Missile FlyBy/ External View	: fixed view of missile fly-by/ external camera view
F8	Target View	: movable external view of player target
/ (keypad)	Look Left	: look out to left of cockpit
* (keypad)	Look Right	: look out to right of cockpit
- (keypad)	Look Up	: look up from cockpit
+ (keypad)	Check Six	: look to the rear of cockpit
Up arrow	Cam pitch up	: pitches camera angle upward
Dwn arrow	Cam pitch down	: pitches camera angle downward

Left arrow	Cam left	: pitches camera angle left
Right arrow	Cam right	: pitches camera angle right
S	Zoom In - Slow	: magnifies view for close inspection
X	Zoom Out - Slow	: expand field of view
Ctrl S	Zoom In - Fast	: rapid view magnification
Ctrl X	Zoom Out - Fast	: rapid view expansion

Engine Power Settings

5	0% Engine Off	: engine off, throttle to 0%
6	60% Idle	: engine idle, throttle to 60%
7	70% power	: throttle to 70%
8	80% power	: throttle to 80%
9	90% power	: throttle to 90%
0	100% Full Mil Pwr	: Full Military Power, throttle to 100%
-	Afterburner	: Afterburner On/Off toggle

General Flight Controls

Up arrow	pitch down	: pitch aircraft nose down
Dwn arrow	pitch up	: pitch aircraft nose up
Left arrow	roll left	: roll aircraft to left
Right arrow	roll right	: roll aircraft to right
F	Flaps On/ Off Toggle	: Flaps On/Off toggle
G	Gear (landing)	: Gear Up/ Down toggle
Page Dwn	Right Rudder	: Yaws aircraft nose to right
Delete	Left Rudder	: Yaws aircraft nose to left
B	Brake	: Brake On/ Off toggle
Ctrl J	Eject	: Ejects pilot from aircraft
,	HUD Dim	: decreases HUD symbology contrast
.	HUD Bright	: increases HUD symbology contrast
T	Chat Mode	: allows players to send text messages

Navigation Controls

A	Autopilot Toggle	: autopilot On/ Off toggle
N	Cycle Waypoints	: cycles through pre-set navigation waypoints
L	Auto-Level	: aircraft automatically assumes level flight
H	Home	: takes F-22 to initial landing approach, engages Auto-Pilot

Radar/Weapon Controls

1	AMRAAM	: selects AMRAAM radar-guided missile
2	Sidewinder	: selects Sidewinder heat-seeking missile
3	Cannon	: selects M61A2 20mm cannon
4	JDAM	: selects JDAM Mk. 83 bomb
R	Radar	: Radar On/ Off toggle
W	Cycle Weapon Selection	: cycles through available weapon selections
C	Counter-measures	: releases chaff/flare ECM combination

Target Selection

Enter	Create Shootlist	: creates prioritized list of four nearest targets
Tab	Cycle Targets	: cycles through all weapon eligible objects within 40 nm
Ctrl Tab	Reversed Target Cycle	: reversed cycle through all weapon eligible objects within 40 nm
[Select Previous Target	: cycles through Shoot List targets
]	Select Next Target	: reverse cycle of Shoot List targets
`	Boresight Mode	: targets nearest object within ASE (center of HUD) circle

Avionics (numberpad keys)

2	Stores Management Display	
4	Defense Display	
5	Nav Display	
6	Attack Display	
7	Hud Repeater	
8	Nav Overlay	
9	Artificial Horizon	

Time Compression

F9	Normal	
F10	2x Time	: compressed
F11	4x Time	: compressed
F12	6x Time	: compressed

Wingman Keys

Ctrl C	Wingman Cover Role	: wingman attacks nearest enemy attacking you
Ctrl E	Wingman Engage	: orders wingman to engage enemy targets at will
Ctrl F	Wingman Form on Wing	: orders wingman to fly with you
Ctrl M	Wingman Attack My Target	: orders wingman to attack target you have locked
Ctrl P	Wingman Patrol Home Base	: orders wingman to Return-to-Base (RTB) and perform Combat Air Patrol (CAP)

